Aspect Ratio (on linux)

Aspect Ratio (on linux)
by **phorsyon** » Mon Mar 24, 2008 7:25 am

phorsyon
Junior Member
Posts: 5
Joined: Thu Mar 20, 2008 6:31 am

Many people these days got widescreen Monitors/TVs, so it would be nice if VBA-M had an option to not preserve aspect ratio. As you know GameBoy games can be very addictive, so if you play several hours this could also prevent the screen burn effect.

Last edited by phorsyon on Mon Mar 24, 2008 10:54 am, edited 1 time in total.

Aspect Ratio (on linux)
by **spacy51** » Mon Mar 24, 2008 8:42 am

spacy51
Senior Member
Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

You can already do that.

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Options -> Video -> Fullscreen -> Stretch to fit

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It may be a bit misplaced, but I made it work for windowed mode as well as for fullscreen.

The "Max Scale..." might be interesting for you as well.

Aspect Ratio (on linux)
by **phorsyon** » Mon Mar 24, 2008 9:19 am

phorsyon
Junior Member
Posts: 5
Joined: Thu Mar 20, 2008 6:31 am

This option seems not available in the linux version. There is neither a commandline switch or a config entry. There is a 'borderOn' and a 'borderAutomatic' switch, but I could't figure what they do.

Aspect Ratio (on linux)
by **Squall Leonhart** » Mon Mar 24, 2008 8:04 pm

Squall Leonhart
Posting Freak
Posts: 1219
Joined: Tue Mar 18, 2008 9:21 am

This will be available in the QT version, i hope you can wait patiently [img] <fileStore.core_Emoticons>/emoticons/smile.png[/img]/emoticons/smile@2x.png 2x" width="20" height="20" />.

Aspect Ratio (on linux)
by **mudlord** » Mon Mar 24, 2008 10:49 pm

mudlord
Senior Member
Posts: 306
Joined: Sun Feb 08, 2009 7:16 am

We got a fair bit of work to get done in regards to that.

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Such as finalising the GUI options and wiring up the backend.....

Aspect Ratio (on linux)
by **phorsyon** » Tue Mar 25, 2008 6:37 am

phorsyon
Junior Member
Posts: 5
Joined: Thu Mar 20, 2008 6:31 am

Having a QT GUI is for sure a good thing, but will it be possible to set stretch mode per commandline switch / config file / key? In other words will the whole functionality of the backend be accessable without the GUI?

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Oh and before forget, thanks for making this very nice crossplattform GameBoy emulator. I play Castlevania-AoS and it's great fun. [img] <fileStore.core_Emoticons>/emoticons/biggrin.png[/img]/emoticons/biggrin@2x.png 2x" width="20" height="20" />

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